

# The W.A.N.D.

Volume 5 Number 6

Westchester Atari News Digest

June 1987

## from the EDITOR

by Robin Herman

### ARTICLES FROM MEMBERS

I am writing this editorial as I am finishing up the June issue layout. I have devoted a large portion of the issue to games, which is not the usual procedure, because I felt that perhaps the "gamers" were being neglected. However, so far, with the exception of this editorial, I do not have a single article written by one of our own members. All the material has been borrowed from other sources. This is good and bad. The articles do contain newsworthy, or helpful information and that is good. On the other hand, the fact that our own members do not contribute is bad. I do think that some input from our members should be forthcoming. I think that it is a very sad situation, indeed, that we get no contributions from our own members. It would also be most helpful to know what kind of articles our members want. I pick and choose using my own judgement, but I have no way of knowing if my likes and dislikes coincide with those of our members. For instance, are most of you "users" that like ready made hardware and software, or are some of you hackers that like hardware modifications, construction articles, program hints, and type-in programs in various languages? Do the gamers want full fledged solutions to adventures, and ways to get unlimited lives and super high scores, or does that spoil the challenge and the fun?

How about it? Write a review or an article, or write a "letter to the editor" telling me about your preferences, or expressing constructive criticism about The W.A.N.D. or our club.

### SMALL TYPE

You may have noticed that some of the articles which come from other clubs are printed in small type which is not very easy to read. Many of the clubs are having financial problems. Some have stopped publishing newsletters, others resorting to publishing every other month or even less frequently, and still others have resorted to the use of the small type to reduce the number of pages and save printing costs. The W.A.N.D. and ACUGOW are in sound financial condition. We continue to publish monthly and to maintain our

format of twelve pages (which is the maximum that we can nail without additional postage). I do not think that we should change our type selection as I believe that the compressed type and the photocopying done by our printer results in a very nice readable format. However, when I select an article from another newsletter which is printed in small type, I photocopy it as is. I have neither the time to completely retype the article, nor the facility to enlarge the print. Therefore, if I feel that the article is worthwhile reading (even with difficulty), I publish it as is. What do you think about this? I would like your opinions.<>

## NEXT MEETING AUG 6

Our meetings are usually held on the first Thursday evening of each month. However, the first Thursday of next month falls on July 2. It was felt that this would be too close to the July 4th week-end to be suitable, and so a motion was passed that the next meeting be held on Thursday, August 6, 1987 at 8:00 PM at 100 High Point Drive, Hartsdale, NY. in the recreation room on the ground floor. Tell the guard that you are attending the Atari meeting. When you come into building 100, press the Black button for the guard to open the inner door. For travelling directions call Henry Jacoby at 914-761-8664.

The club has purchased public domain disks from another user group. Henry Jacoby is busy preparing these for sale. They will be available at the August meeting. Be sure to attend and purchase your copies.<>

## WRITE AN ARTICLE FOR THE W.A.N.D.



[Editor's Note: The following article was reprinted from the Huntsville Atari Group Newsletter, May 1987 issue, with our thanks.]

# ATARI 1050 DISK DRIVE REPAIR Defective Head Park Switches By D. R. HAULSEE

## DESCRIPTION

One possible failure of an ATARI 1050 disk drive that will cause endless boot errors is a failure of the sensor that detects if the read head is parked. This sensor is currently NOT AVAILABLE as a replacement part, but MUST be in working order for the drive to operate. This article will help you to replace it with more commonly available parts.

## TOOLS NEEDED

#2 Phillips head screwdriver #1 Phillips Head screwdriver 30 watt maximum soldering iron Small flat blade screwdriver Small needle nose pliers Epoxy or equivalent glue Xacto Knife

## COVER REMOVAL

Turn the 1050 on its back and remove the 6 phillips head screws. Carefully turn the drive back onto its feet and set it down. Gently lift the back of the cover and slide it forward. The front bezel will come off with it.

## DIAGNOSIS

The head assembly slides on tracks and is driven by a stepper motor located to the right of the disk platter. The head assembly has an arm that sticks out to the left. This arm slides into a u shaped sensor when the head is retracted.

Connect power to the drive but do not attach it to the computer. Turn the drive on (do not put a disk in the drive). As the drive powers up it must find the location of the read head. If the head is parked, it will index the head forward until it clears the sensor and then repark it. If the head was not parked, it will retract the head until it is parked.

If the sensor is bad, the head will index forward 1/4 of inch and stop. Every time the drive is turned on the head will index forward. Eventually the head runs out of travel and will bang repeatedly on the forward stop. When connected to a computer, you get a boot error because the drive cannot find the boot sectors.

As a final test, disconnect the J10 connector on the circuit board. Do not pull on the wires!!!! Use the needle nose pliers. It is the next to last connector on the back left of the circuit board. When the connector is removed, 4 pins will be exposed on the circuit board. Jump the front two pins on the board together and turn on the drive. If everything else is alright the head will begin to retract. As soon as the head begins moving, turn the drive off and remove the jumper. If the head did not move backwards then the problem is in the circuit board or the stepper motor. That is beyond the scope of this article.

## DESCRIPTION OF THE SENSOR

The sensor is composed of an infrared LED and an infrared photo transistor. Either one of the pair could be bad. I have not found direct replacements for them, but, a pair made by Radio Shack will work. The LED is part number 276-143A and the receptor is part number 276-145. Please note, these parts are larger than the original parts and will not fit into the existing sensor housing. You will have to fabricate a housing for them.

## PROCEDURE

1. Remove the sensor from the drive. The wire tie to the frame must be cut.
2. Cut the sensor from the wires. Orient the plug as it goes in the drive. Place shrink tubing over the wires and then solder the parts to the wires as follows. The order is from front to back. 1st wire-emitter of part 276-145 2nd wire-collector of 276-145 3rd wire-cathode of 276-143A 4th wire-other lead of 276-143A. After soldering, position the shrink tubing over exposed connections and heat it.
3. Plug the J10 connector back into the circuit board.
4. Fabricate a mounting that positions the LED vertically looking down. The mounting must have fore and aft adjustment and position the LED above the arm on the head unit. The arm on the head unit must pass under the LED. Ideally, the photo transistor pair should face each other. Unfortunately, there is not enough room under the arm for the receptor. By trial and error I discovered that the receptor can be placed on its side. The LED though must shine directly into the receptor.
5. Fabricate a mounting that positions the receptor horizontally looking toward the head mechanism. The mounting must have fore and aft adjustment and allow the arm on the head unit to pass over it. I cut the original housing into pieces and glued the LED and receptor to halves of the mounting. I then used standoffs to set the parts to the correct height.
6. Turn the drive on. As the drive powers up it will position the head over the sensor pair. If the head will not position, check to make sure that the wires are properly connected.
7. Now that the head is being parked, make sure that it is parked in the proper place. As a starting position the back end of the head mechanism should be 3/8 of an inch from the inside boss that holds the arms that the head slides on. If the location is wrong, turn the drive off and move the sensor pair as required. When the drive is turned back on it will repark the head. Continue moving the sensor pair until you get the 3/8 dimension. The sensor pair is only moved with the drive powered off.
8. Connect the drive to the computer and attempt to boot a disk. SPARTADOS is less sensitive to head location than DOS 2.5. If the disk boots, run some programs to check that the drive can read all disk sectors. If the drive can not read all sectors or will not boot then move the sensor pair a little forward or backwards. My two drives both held a dimension of 7/32 of inch on the gap referenced above.
9. Be patient. Eventually you will get the correct gap. Reassemble the drive cover and you are finished.



[Editor's Note: The following article was reprinted from the Mile High Atari Magazine March 1987 issue, with our thanks.]

## Easter Eggs

A lot of you have expressed interest in the infrequently issued Easter Egg column and would like to see more. This is an extremely hard task, but with the help of numerous other clubs newsletters and contributions from various S8S systems and users, we have yet another batch for your enjoyment.

Burt's Brewery: Press the option key to skip to the next screen, press ESC to adjust screen colors.

Kazoo: If you are about to get killed, press the space bar to pause the game. The monster will pass right through you and you can continue by pressing the space bar again.

Happy July 4th



Q. Does the whirlpool go somewhere like in Ultima III?  
- "Red Baron"

#### SANDS OF EGYPT

How do you get into the pyramid, if you're supposed to get into it at all?

- "Red Baron"

A. You hook the scepter that you got at the top of the pyramid to the bottom of the pool on that plug. You pull on the scepter, unhook, and take the scepter down with you to the underground tunnel.

- Jim Stevenson

A. It's somewhere in the desert, and you have to kill the snake for it, and put it in your canteen. (You get the water for it later on in the game.) From the very start, type "N, N, N, W, W, GET SHOVEL, N, KILL SNAKE, WITH SHOVEL, W, W, W, GET CANTEEN, N, FILL CANTEEN (WITH OIL FROM DEAD SNAKE)

- Jim Stevenson

#### ALTERNATE REALITY

Q. Has anyone been able to join a guild yet? I have tried and I can't seem to join one.

- "Hot Rod"

A. Personally, I have not been able to join any guilds, but I know this guy who says he did. He told me that he killed an apprentice as he was leaving a guild then went back in and there was room for him to join. He also told me that it takes a lot of gold to join.

- "Buckaroo"

#### HARDHAT WILLIE

Q. Is there any way to kill that Pac-Man guy? Also, I got all the caterpillars and eggs, now what?

- "Out of Data"

A. Yeah, the whirlpool goes to Loch Lake. The candle of love or something like that is back there in a town.

- "Dinty More"

Q. What is the candle used for?

- "Red Baron"

#### BOUNTY BOB

Q. Does anyone know some shortcuts for jumping ahead to different levels of "Bounty Bob Strikes Back"? I already know how to jump to the 5th screen from the 1st screen.

- Bill Godfrey



[Editor's Note: The following article was reprinted from the March 1987 issue of the Mile High Atari Magazine, with our thanks.]

From John Nagy Mid Mich. Users  
Peeks+Pokes+stuff!

There is an easy way to disable the BREAK key, so that basic programs can't be listed. All you need are two pokes. POKE 16,64:POKE 53774,247 BUT!! The problem is that when ever you execute a screen command (Gr.0 OPEN #1,8,0,"S"),you have to turn Break off again. But wait! If you have an XL/XE computer, a POKE 566,158

will turn the Break off for good, and POKE 566,146 will turn it back on again.

If you would like to have lines that your program now prints to the screen, go to your printer, try this, either in immediate mode or inside the program.

(FOR 400/800 Users)

POKE 838,166:POKE 839,238

(and to go back to the screen)

POKE 838,163:POKE 839,242

(FOR XL/XE Users)

POKE 838,202:POKE 839,254

(and back...)

POKE 838,163:POKE 839,242

This is much faster than trying to make all the PRINTS into LPRINTS. (and back....) Here's another quick and dirty one. Reboot any time without dropping power from any DOS. Just choose "RUN AT ADDRESS" and give the address E477, WHAMMO, an instant reboot without loss of Ramdisk.

This will also save wear on the Power supply, computer switch and the 'Cooling time' necessary for upgraded machines, usually about 15 seconds.

Did you forget to hold OPTION down when you booted, and now don't want to find a disk with dos and dup on it? From Basic type, Open #1,4,0,

"D:Filename.TXT":X=USR(5576) SURPRISE!!

For X1/XE Users only. You can speed the cursor up a bunch just by typing POKE 728,15. Try POKE 728,1. WOW!!



## CHOOSING A COLLEGE ?

[Editor's Note: The following article was reprinted from the Mile High Magazine, May issue, with our thanks.]

The Perfect College  
Mindscape Software  
\$19.95

The Perfect College is a database program with more than 440,000 facts about 1,650 accredited four year colleges and universities around the country. The program lets you choose up to 26 criteria, such as cost, major studies, location, student/faculty ratios, and such more. If you, or someone in your family is college bound this fall, check out this program.<>



One of the nicer things to discover was that the 8-bit Atari still has years of life left to it. Though the focus of many is on the ST, the price and potential of the 130XE makes it a choice for numbers of people. The 65XE will be bringing even more in its new role as "the new 2600," and — even if everyone else forgets the 8-bit, folks like ICD and Xlent could keep us going for decades. Software producers — authors and sellers — who back the 8-bit Atari this year are especially special people. Which brings us to the following.

BUZZWORD is produced right here in Aurora, and is the most unique game since Pente. At a time when it's virtually impossible to come up with an entirely different idea, Buzzword cannot be adequately described without playing a session or two. In a way, it's like Hangman/Wheel of Fortune. Then again, it's kinda like a Gallup Poll, or Family Feud. Maybe it's like Scrabble. But actually, it's like none of the above, and it can be either fiercely competitive or outrageously cooperative. It looks just about the same on the 8-bit as it does on the 16-bit, and loses none of the play value. If there is any justice in the world, Buzzword will be the surprise hit of 1987 — but, for the life of me, I DON'T know how to describe it!

Educational (kids and grown-ups will learn Darned Useful Stuff), delightful, and downright weird, it stops short of being a wordgame and is an honest-to-gosh culture reflection. I believe it sells for \$39.95 — and I can honestly say that it's a huge bargain; by the second week, I'd say we've ended up paying less than two cents per game played.

This one can't be praised enough. This is the one game you must not miss. Buy it and support these folks; they've earned every penny you can send their way. (But I STILL don't know how to describe it!)

GUNSLINGER, from DataSoft, also goes for about \$39.95. This is yet another graphic text adventure, just when you thought graphic text adventures were dying.

(An aside here. We're distinguishing between graphic text adventures such as this, Wizard & the Princess, and Dragon Quest, and graphic adventures, such as King's Quest or the Ultima series. No, they AREN'T roleplaying games, and I'll be glad to argue the point in person after some users' meeting.) Hey, this is delightful! I see on the box of Gunslinger that DataSoft agrees with me on the term "graphic text adventure."

The features that we're all gettin' spoiled enough to expect from adventure games are here: decent parser, strong storyline, interesting characters to interact with, and action-filled episodes. The art's some of the best I've seen on an adventure too, with an interesting scrolling effect at the beginning. (And some surprises during the game too!) So what does this have to make it different, to make you want to play it?

Well, the genre alone is enough to attract me. I've been rather tired of fantasy heroic stories, and the American West is just dying for this treatment. In this case, you need to find a friend of yours, because he's due to be hung in two days. You just know he's innocent, but you have to get down south to Tijuana to find out what's going on. Between you and him is a few

sidewinders, the Dalton boys, a card cheat, bandits, explosives, and a tribe or two who have taken just about all the pushing around they're going to take. Even if you find your friend (don't ask ME, I just blew myself up!), there's a showdown at the OK Corral waiting for you.

The pace never lets up, and you'll be surprised at the size of the world on this disk. The bad news for 800 owners is that Gunslinger needs an XL or an XE to run. Buy one (they're as cheap as software was four years ago) and stuff this in the drive. If you remember the Lone Ranger (Clayton Moore, not the imposter in the movie of several years ago), Paladin, Cisco Kid, Roy Rogers, or Gene Autry, you'll thrill with that special kind of excitement you haven't been able to find anywhere else.

Spend a few bucks, and return with us to those thrilling days of yesteryear!

Now, however, let's talk waste of time and money. Let's talk about MERCENARY, also from DataSoft. The pictures look pretty, and the flight action feels right, but NOTHING HAPPENS.

In Mercenary, you start right out crashing on a world (Why? It's boring to run through an inevitable crash each time you boot up.) and taking another atmosphere-only flight craft. And you fly around the world. And you fly and you fly and you fly and you fly, until you're ready to sleep. You can fly into huge elevators and go walking (and walking and walking and walking) through tunnels and rooms Down Below. You can find things (you certainly can't tell what they are, nor is there any pattern) or drop things. You can be spoken to by something that resembles random lines drawn on your screen, and you can go Back Up. And fly and fly and fly and fly. You can shoot and bomb things, but occasionally someone will do Other Things at you. What are they? You can't tell.

The graphics are touted as being Really Nice, but they are BattleZone by way of Etch-a-Sketch. Transparent and meaningless, you'll have to map extensively to tell where you are at any given time. When it's touted as a "flight simulator adventure," you can imagine trying to map and fly — especially when the landscape looks no different from place to place.

Quite simply, there is an audience for this sort of thing. If you enjoy it, more power to you — but I'll never be able to understand your point of view.

Oh yeah, it's about \$40 too; you could buy TWO copies of the next item we're about to talk about for that price.

CREATIVE PROCESS is the next item we're going to talk about. Outline processors are a great timesaver if you do any writing at all. Reports, term papers, novel, or nonfiction (I did my outline for GURPS Oriental with Creative Process) needs structural organization from day one, yet you need to be able to REstructure, change, and move things around. You need compatibility with your favorite word processors, and you need ease of use.

Quite simply, this is the only outline processor I know of for the 8-bit Atari. If you need one, it's the only game in town. We're really lucky that it's everything we need.

You can, when need be (and you'll need to), zoom in on any one topic, switching to a full screen for word processing. This outline, and those screens, can (almost easily) be expanded into the paper or book you need to get out in a hurry. Creative Process will enable you to do that job in half the time, and should be an essential part of any writer's software library.



## TIPS 'N' TRAPS First Aid for Atari Adventurers

by Jim Stevenson Jr.

I recently received a letter from one of the readers of TnT, MaryLou White. She has donated a complete set of solutions to the popular Activision game *Hacker*. Hopefully, over the next few months, along with the standard Q&A format, we'll reveal what she sent us. Also, Merlin's Litterbox has pulled through as being a new TnT source. Call it at (703) 250-7303. Also call Electronic Age at (703) 620-0851, and ARMADIC at (703) 569-8305. If you don't have a modem, call me at (703) 378-4093. And, now for some more adventure snags.

### ERRATA: — ULTIMA IV —

A. The location of the Mandrake Root is located at D'G''-L'G'', not D'H''-L'H''. Sorry Belikose. Also, when searching for either Mandrake or Nightshade during the two new moons, immediately start pressing "S" for "Search" several times very fast, so that you may find those ingredients about three times without waiting for another double new moon.

-Del Whetter  
Eugene, OR.

### HACKER

Q. I thought I was doing pretty well in *Hacker* until hitting a dead-end on the last lap. I can get all the pieces of the message, but I always run out of time on my way to deliver it to Washington. I don't think I've been dawdling, so how come I always get zapped? If I could get all the pieces without ever being spotted by the satellite, would it give me more time, or is there some other solution I've missed?

-Larry Franks

A. The secret to winning the game is not to beating the clock (which was also my original assumption). Also, being spotted by the satellites doesn't seem to have any effect. The real trick in winning is not to take more than a total of 173 steps from the start of the game to the finish at Washington D.C. If you make even one wrong step, it will add up to more than 173 steps so you must know the route and follow it carefully. You can take as much time as you like in playing the game. Speed is not a factor. Leave it to Activision to throw in a tricky ending.

-MaryLou White

### PLANETFALL

Q. Is there food in the kitchen so that you don't starve? Also, are the goos in the survival kit simply food?

-Red Baron

A. There is food in the kitchen that you can put in the canteen. the goos in the survival kit are also food.

-Dinty More

Q. You mean you're supposed to put the food in the canteen? Do you ever get thirsty in the game?

-Red Baron

A. The food in the dispenser in the kitchen also quenches thirst (I think).

-Dinty More

### ZORK II

Q. I get stuck in places like the oddly angled room, where the cakes are, and pushing the buttons, I don't know which button does what.

-Wolverine

A. The cakes are in the tea room, or something like that. One of the cakes makes you big, one makes you small, and one makes you explode. Experiment. The buttons control the carousel. One makes it go faster, one slower, and the other makes it stop. The oddly angled rooms have something to do with baseball. You have to run the "bases". Have you seen the "bat"?

-Bill Mehojah

Q. How do you get the key from the unicorn?

-Sci-Fi

A. There are some caves (I guess you know where those are), and one contains a dragon. There's a person being held prisoner by the dragon. So, you have to defeat the dragon in order to free that person in order for that person to get the key and give it to you.

-Bill Mehojah

### ZORRO

Q. What do you do with the bottle, and how do you get the horseshoe?

-Crackerjack Kid

A. You put the bottle by the farthest person at the bar. Then you get on top of him and jump up and down. When you get up to the top there push another person off and they will get caught on the chandelier and the thing at the bottom will raise and you go down there and get the chalice. But make sure you opened the door where the ball is. (For details as to how to do this, see last month's Tips 'N' Traps—J.S.)

-Hot Rod

### CHAMPIONSHIP LODGE RUNNER

Q. I was wondering how you get past the first screen. I can't get passed it.

-Hot Rod

A. To get past the first screen, you must first get the



two bottom lodes. First keep the two men on the opposite from you as you break down the wall on your side (delaying a little after the first segment), then run up and across the staggered floor, drop and get the lode, and rush to the opened ladder before the wall closes. Trick the men to your side and proceed to other side to repeat the operation there and get the second lode. Then get the men to come across the ladder/wire level and trick them into falling onto the lower level. From there they can't escape, and you can finish the screen without problems. Believe me, though, subsequent screens (particularly no. 9) are just as tricky, but that's what makes it so much fun!

- "Carlos Motezuma"

#### OGRE

Q. What are you supposed to do to stop that tank?

- "Hot Rod"

A. When you set up the play field, you place armor and Infantry divisions. In playing the game, the "menu" at the right changes from "defensive movement" to "attack" etc., during attack, fire artillery, etc. at the ogre.

- "Bellkose"

#### HITCHHIKER'S GUIDE TO THE GALAXY

Q. I can't put the fluff together, so I just quit. Any ideas?

- "The Distorted"

A. You need to get the flowerpot from inside the whale, but to do that, you must get real tea to use as Brownean Motion. Also, DO NOT finish the War Chamber sequence until AFTER getting the flowerpot! Kill yourself if you show up there before getting the pot.

- "Nino Greasmanelli"

Q. After you wake up and get the babel fish in your ear, what word do you listen for in the Captain's poems, then what do you do to avoid getting him mad about it, then how do you get off the ship?

- "Dagor"

A. The word to listen for varies. You type [FLIP SWITCH] when you're in the hold because there's that keyboard with a switch. It will tell you to open it, type in the nth word from the SECOND verse of the captain's favorite poetry. The number of the word is random (usually 1-3) and the word is also random. To get to see the second verse (you must be masochistic!) type [ENJOY POETRY] when he's reading the first verse. You will then go back to the hold. Don't forget your gown and towel! Type [TYPE "Insert appropriate word here"] and the case will open. [GET PLOTTER]. When you get thrown into the airlock, you can just wait it out (which is kind of funny) or you can use your thumb.

- "Nino Greasmanelli"

Q. I've gotten all the stuff to win, but the Buggblatter keeps killing me. Can someone tell me how to get past it?

- "Buckaroo"

A. Have you carved your name into the stone? When you are at his place, you have to carve your name into the stone. It makes the creature think that it has already eaten you, so it goes off and takes a nap or something. It's been a long time since I've played, so I really don't remember on what order you have to do what, but I do recall something about wrapping the towel around your head so that the beast won't see you (since you can't see it, it can't see you). Then write your name on the stone with a sharp rock or something, and type in quotes your name (the characters name.)

- "Bellkose"

#### ULTIMA III

Q. Does any one know in witch dungeon and what level the mark of the snake is? That's the only mark I can't find.

- "Weird Al"

A. There is a dungeon on an island near the dungeon that is surrounded by lava. (I think its SE of B.'s castle). You can get there either by moon gate or boat. Go to the bottom level. Now, follow these directions to the letter, and they will take you to the rod (should take you). From the stairs, facing south, go 1 south, 3 west, 2 south, 2 east, 2 south, 6 west (2 "strange winds in there), 2 south, then east to the wall. Use a gem on level 8 and you will see what I mean.

- "Bellkose"

Q. Okay, I am ready to go kill Exodus. I have the marks, cards, etc., but I can't get past the snake, even though I have the mark of the snake.

- "Weird Al"

A. If you have all 4 marks, go to the front of the snake. Hit "Yell" and then type in "evocare", "delcare", or "" depending on the copy (I think) when it asks what to yell. If all goes well, you should be teleported to the other side of the snake.

- "Barracks Rat"

#### ULTIMA IV

Q. What is the path through the maze on level 6 of the abyss? I've tried several times to get through and can't do it! Frustrating! I'm so close to finishing!

- Pete Kilcullen

Q. Does anyone know where the magic wheel is? Also I need to know some details about sheppheards, what weapons can they use, do they ever get to use magic, etc.

- Andy Patton

A. I don't know the exact coordinates of the wheel, but it's in the ocean. Somewhere down off to the right from Lord B.'s castle. You'll see light blue water surrounding dark water or something like that. I think that's where the wheel is. Maybe that's where the horn is. Anyway, just search there.

- "Red Baron"



Dimension X: Press Control-F while loading for a FORT APOCALYPSE demo or Control-S to see SLIME.

Pitfall: Press the option to start the game instead of START or the joystick button, you will have unlimited lives!

Crystal Castles: On each level of the game(not necessary, each maze) there is a 'window' where you can skip ahead two levels. On the first board, it is on the left hand side. Press the button and WARP ahead.

Spelunker: Search the disk with a sector editor(DISKEY ETC.) for these bytes :\$A6 \$CB \$30 \$2D. Edit them to be

\$A2 \$07 \$86 \$CB to get unlimited men. This should be sector 28.

Ghost Chaser: Type 'FRANK' to replenish your supply of men. Type 'FANDA' to skip half the game.

Ollie's Follies: To skip to screen #5 type 'FANDA', to screen 10 type 'FRANK', to screen 15 type 'NORBI' and to screen 20, Type 'ZOOM'.

Pharaoh's Curse: The password is SYNISTOPS.

Miner 2049er: Type Big Fives phone number while playing then SHIFT and the number of the screen you want to go to.

Spare Change: Pressing Control-Z will bring you to the zerk control panel.

Pharaoh's Pyramid: The secret password is Throne.

Track Attack: On the box car scene, listen for a click on the keyboard. One second later JUMP!

Counter: Press the number of the wave you wish to go to. You must have reached that level first.

Snokie: Works the same way.

Lode Runner: Press Control-E while loading the editor command menu. Then type 1 character commands. ('P'=Play, level etc.)

Diamond Mine: The password is DIAMOND.

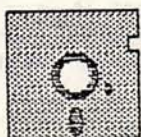
Threshold: Remove the Threshold disk from the drive after it loads. Every time the drive restarts, you will go up one level. Re-insert the game disk when you reach the intended level and away we go.

Night Mission Pinball: Type 'FIX' to gain the machine control menu.

Caverns of Mars: Press SHIFT, CONTROL, and TAB at the same time to go to the next level.

Jumpman: On the first level, go to the far right and type '54354' and then the number of the level you want to go to.

That's it for another one. If you would like to see this column grow, send your contributions to Dave Lloyd or Tom Iowa in care of Mile High ATARI Magazine (address is on the front of the magazine. Or they may be uploaded to the Clubs BBS system SKYLINE COMPUTERS (303)457-0320).



## 8-BIT to ST & BACK

[Editor's Note: The following article was reprinted from the Mile High Atari Magazine April 1987 issue, with our thanks.]

Converting 8-Bit files to STWriter and back again.

(reprinted From Cin/Tari Users)

The following program strips all control codes and converts Atari 8-bit CR to STWriter CR. You then can use LinkLine to port the files to STWriter. To convert a file ported from STWriter to the 8-bit, you need to change lines 140 and 170. Change POKE X,0 TO POKE X,155 PEEK (X)=155 TO PEEK(X)=0 AND POKE Z,0 TO POKE Z,155. After running it, you will need to delete the couple lines of garbage appended to the end of the file.

```
0 REM SAVE"D:XL2STWRT.BAS"
10 DIM BS(79),CS(1),DS(15),ES(30),FS(15)
20 DIM MEMS(FRE(0)-100):Aa=ADR(MEMS)+1000
40 GRAPHICS 0:?? "INPUT NUMBER OF SOURCE DRIVE"
50 ? :INPUT CS:DS="D":DS(2)=CS:DS(LEN(DS)+1)=":"
70 ? :?"INPUT NAME OF SOURCE FILE":? :INPUT
FS:DS(LEN(DS)+1)=FS
80 CLOSE #2:OPEN #2,6,0,DS:INPUT #2:ES:CLOSE #2
90 Z=VAL(ES(15,17)):Zz=Z+125+5:POKE 559,0
100 OPEN #1,4,0,DS:POKE 850,7 :C=INT(Aa/256):POKE
853,C:POKE 852,Aa-C+256
110 C=INT(Zz/256):POKE 857,C:POKE 856,Zz-C+256
120 I=USR(ADR("HHH=LVD"),16):CLOSE #1:REM "=" AND "D"
ARE INVERSE VIDEO
130 FOR X=Aa TO Zz+Aa
140 IF PEEK(X)=0 THEN POKE X,255:GOTO 170
150 IF PEEK(X)<32 THEN POKE X,32
160 IF PEEK(X)>127 THEN POKE X,32
170 NEXT X:POKE Zz,155:GRAPHICS 0
180 POSITION 2,1:?"INPUT NUMBER OF DESTINATION
DRIVE":? :INPUT CS
200 DS="D":DS(2)=CS:DS(LEN(DS)+1)=":"
210 ? :?"INPUT NAME OF DESTINATION FILE"
220 ? :INPUT FS:DS(LEN(DS)+1)=FS
310 OPEN #1,8,0,DS:POKE 850,11:C=INT (Aa/256):POKE
853,C:POKE 852,Aa-C+256
320 C=INT(Zz/256):POKE 857,C:POKE 856,Zz-C+256
330 I=USR(ADR("HHH=LVD"),16):CLOSE #1
340 POSITION 2,21:?"DONE":END
```

[Ed. Note: The following article was reprinted from Joe Waters Editorial column in Current Notes, June 1987 issue, with our thanks.]

Bye, Bye, Black....

As many of you know, Black Patch Systems is no more. The two young owners took their fledgling business on a meteoric ride; they grew and grew and grew. They also advertised. As they advertised, they grew further and advertised more. Their advertising, along with their pricing structure, went beyond good business sense. The business sputtered, and faltered, and collapsed. At the end, the business was tens of thousands of dollars in the hole. They declared bankruptcy. Black Patch was not a corporation; it was not a partnership; it was just these two young men. Both are now personally responsible for all that debt. Since all the money coming in went primarily to build up more business, neither one built up any significant assets. It will take them a long time to pay off the bills.<>



# 8-BIT UPGRADES

[Editor's Note: The following article was reprinted from the Mile High Atari Magazine, April 1987 issue, with our thanks.]

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UPGRADES ARE FOR EVERYBODY  
by Gary Ferris with John Nagy (C.H.A.O.S.)

A great deal of attention has been focused recently on the large number of ATARI computer memory upgrades. This article is not intended to deal with S try to point out the reasons why you should consider any particular memory upgrade.

If you are seriously considering a memory upgrade, by all means do it SOON. The price for memory chips is about \$35 to 60\$ per 256K already, and is expected to as much as TRIPLE in the next few months due to import trade regulations.

The most common usage of extended memory is as a simulated disk drive, commonly called a ramdisk. The advantage of this usage is its incredible speed. Its main disadvantage is that the contents are lost when the machine is turned off unless first transferred to a real disk drive. Many additional uses (such as the fabulous BASIC XE from OSS, Inc.) are continuing to surface as extended memory becomes commonplace.

## THE "OLD 800" UPGRADES

Long before the XL series of computers hit the scene, there were several options available to ATARI 800 owners for additional memory. AXLON was one of several, and many early applications programs (like SYNFILE and SYNCALC) were written to use the extended memory available from this system. The modification was very easy (replacing one of the plug-in memory boards) but usually cost several hundred dollars for each increment in memory size. Some of these original boards (or new designs based on them) are still available today, and the price still tends to be much higher per K than any of the other system upgrades.

However, thanks to the inventive spirit of ATARI owners, David Byrd created the plans for the "800 PLUS 288K UPGRADE", with a parts cost of around \$30. The REAL cost for this upgrade is in man-hours assembling it. It should NOT be attempted by beginners in electronic work, although the plans (complete with PICTURE FILES for help) are specific enough to guide any reasonably experienced solder jockey. The mod has two stages- if yo do only the first part, yo can fully use the extended RAM in about 2 1/2 hours of careful work. To complete the mod and get "full" AXLON compatibility takes another hour or so.

Note: This mod IS NOT memory compatible with the XE computers. You will NOT be able to use software designed for the XE and XL upgrades nor BASIC XE, but

instead must use AXLON type ramdisk drivers and software. This is a serious drawback to this mod, but the RAMDISK capability is still worth the effort.

## THE 400 UPGRADE

Although 48K upgrade kits for the 16K 400 computer have long been available, the supply (and demand) has just about disappeared. The effort and expense of this upgrade is typically not worthwhile considering the limitations of the 400 keyboard and the price of NEW XL and XE machines.

One of the first upgrades for the XL was invented by Claus Bucholz and published in BYTE MAGAZINE. His original design was not compatible with the 130XE, but since it predated the XE there was no standard to follow. Claus soon modified it to be XE compatible and placed the plans and source code for his RAMDISK drivers in the public domain. That effort started the real avalanche of upgrades.

At first a circuit board with the necessary support chips had to be hard wired. The circuitry on the board depends on which ANTIC chip your XL has. Fortunately for the sanity of the technical members of user groups who were being asked to do upgrades, several plug in boards became available. (I would personally pay for a board out of my own pocket before I could EVER be persuaded to hardwire one again!!).

If you are fortunate, all the chips will be in sockets. If so, then changing the required chips will be a sr If not, then exercise great care in desoldering chips and CAREFULLY inspect the double sided board for damaged paths. Repair any damage and install sockets. This will make it far easier to change any chips which may go bad in the future.

## THE RAMASTER

The Ramaster is the exact Bucholz circuit on an excellently designed plug in board. This is the one I have used on the XL's I have upgraded. The quality of the board is good and it has the additional circuitry on board which is required for the old ANTIC chips. You merely place a jumper for the particular chip you have. This board is available for about \$30 w/o memory or \$50 (chip market pending) with memory. These boards may not be available for too much longer. For more info contact ABC Consulting (313) 261-7609.

## THE RAMBO XL

No, this is not a tough guy computer that goes out and blows up Commodores at night. It is an upgrade board by ICD, makers of Sparta00s and many fine pieces of hardware for the 8-bit ATARIs. I have no personal experience with the Rambo XL, but based on my experience with other ICD products as well as reports from other users, it is a good quality product. It is

an XE compatible upgrade with the added benefit of being able to be used on a 1200XL! The installation is reasonably straightforward, with some significant addition of jumpers if used with a 1200XL. Base price (retail) is \$39.95. For more info, contact ICD Inc. (815) 968-2228 or your local ATARI dealer.



#### THE RAMCHARGER

This memory upgrade is a relative newcomer. It requires no modification to the computer itself and has the advantage of being able to work with the original 800s since it is plugged into the cartridge. It does cost substantially more than the other upgrades though. The 256k cartridge is \$150. They have a 512k version for \$200 and 1 meg version for \$300. Included with the cartridge is MyDos and it is compatible with the Axlon upgrade to give you 288k in SynCalc and SynFile+. For more info, contact Magna Systems (718) 939-0084 or your local ATARI dealer.

#### THE NEWELL UPGRADE

The upgrade board by Newell Industries is not fully compatible with any of the above upgrades but is more nearly compatible to the actual 130XE in that it retains the ANTIC enhanced mode. (The 130XE allows you to use the extra memory for the CPU or as video ram (ANTIC).) Since there is very little software which uses the ANTIC mode this is not an important consideration. For more info, contact Newell Industries (214) 442-6612 or your local ATARI dealer.

#### THE 600XL UPGRADE

After having done several 800XL upgrades, someone asked about upgrading the 16k 600XL to 64k. I thought, 'At last! A use for all those 4164's.' No such luck, where the 800XL's use 8 64k by 1 bit chips, the 600XL uses 2 64k by 4 bit chips. This means that pile of old chips you've been saving is useless and also that the 256k upgrades for the 800XL will not work on the 600 XLs. I don't know if there are 256k by 4 bit chips available or not. If not, then 64k is practical limit for a 600XL. It is an easy upgrade though requiring only the new memory chips and 3 jumpers. Most clubs have these plans available, or buy a kit from COMPUTER SERVICE LAND for about \$25. (703) 237-2950.

#### THE 320K 130XE

First, I'd like to thank Scott Peterson for sharing the upgrade instructions with ATARI users. It's a very clean modification since most of the circuitry for bank selection is already built in the XE. To do the 320K upgrade is very simple if you have any experience at all with soldering. I do make one exception to his instructions though. He recommends against solderwick and I swear by it (I HATE SOLDER SUCKERS!!!!) His reasoning is that you may damage the circuit paths. If you use the commonly from SKYLINE BBS (303) 457-0320.

recommended 25 watt iron you will find he's correct. This is not hot enough to desolder components (33 watt is ideal) I also HIGHLY recommend installing sockets in the spaces where you removed IC's (8 16 pin and 1 40 pin socket) They are not absolutely necessary but this is the ideal opportunity. If you ever have a chip go bad in the future it will be a lot easier to replace this way.

The entire 320k can be done in less than an hour (most of this time being in removing the old chips) Only one chip is required in addition to the 256k memory chips which are substituted for the second 64k bank.

#### THE 576K 130XE

The 576K upgrade is quite a bit more involved than the 320K. I don't recommend this for the novice. You have to undo some of the 320 upgrade, add 2 additional support chips, and piggyback 8 more 256K chips on the 8 previously installed. This involves a large number of jumper wires also. The additional time to do this mod was about 2 hours (so a total of about 3 hours to do the 576k at one sitting).

You also lose your internal BASIC ROM in the 576k mode. A switch is added which returns your internal BASIC but only gives you use of 192k. To use BASIC in the 576K mode requires a cartridge such as BASIC XE.

#### THE 1088K 130XE

This is the largest upgrade documented to date. It is reputed that someone actually built one, although even I wasn't that crazy. In all honesty, the only reason I could see for doing it would be oneupmanship (Ask all your IBM friends how they can live with only 640k), although it may be useful on a BBS. I built the 576k mod and have never come close to using it all in normal use. (I have filled it to see how many files it would hold). Another potential problem is that if you use items such as the XM301 and PR Connection which take their power from the computer, they may not work properly do to inadequate power supply capacity.

In my opinion, the best DOS available, especially for upgraded machines, is SpartaDos by ICD. Their RD.COM file will automatically format the RAMDISK for whatever configuration you have (up to 576K) with the command RD Dn: . To reserve the extra 64K for Basic XE the command is RD Dn: /E (space between : / IS REQUIRED). You can also enable the Ramdisk without formatting by RD Dn: /N. This would make it possible to copy a program and it's required data files to the ramdisk as D2:(or whatever), and then turn off the real disk drive and rename the ramdisk as D1:

Information on most of these upgrades as well as MANY different RAMDISK handlers can be obtained by calling the CHAOS BBS at (517) 371-1106 in Lansing MI (home of Claus Buchholz!) Upgrade text files and programs are a primary focus of the CHAOS BBS, and are online at all times. Locally most all of the upgrades are available.

## INDUS GT REPAIR

by Rick Greenspan

A recent lightning storm blew out some computer equipment in my house, including my Indus drive. Fortunately, after some hunting around, I was able to locate the company to repair the drive. If you need repair, call first to get a "material return authorization number" which you must list on the mailing label.

Send the drive and \$69.00 (flat rate repair) to:

Future Systems Inc.  
21634 Lassen Street  
Chatsworth, CA 91311  
818-497-1647

The company says that turn around time is less than one week. Good luck.<>

Editor's Note: Rick's article was received after I wrote the editorial.





TOP-DOS, for the SpartaDOS fans amongst you, gets MY vote for favorite DOS. For you folks who haven't gotten the urge to speed up your Atari, or get more off your disks, or organize your disk files more efficiently, or thought there must be an easier, faster way than DOS 2.0, 2.5, or (God help you!) 3.0, let me tell you why.

It's cheaper than the alternative DOSes (Sparta, Smart, DOS XL), and it's faster in most cases. It will access a Happy enhanced drive for speed (in fairness, Sparta and DOS XL access Indus drives for speed too), it'll list your disk files in alphabetical order, and you can choose with or without menu. You can prepare batch files, you can change your prompts, and you can access any extra memory your Atari has. (TOP-DOS accesses up to the 130XE; TOP-DOS + accesses even more. If you buy TOP-DOS and wanna upgrade later, it's a cheap \$15.) It undeletes, it lets you know what all those error codes mean (even if you're working in BASIC), and it'll even tell you what each capability of TOP-DOS is (if you don't wanna open your manual).

Best of all, it's SUPPORTED. Sure, there are (and always will be) pirated copies of this (and every other) DOS, but you don't pay, in this case, for the program. The follow-up help, the updates, and the Top-Dos Users' Group (TUG) with the ever-new ways of getting that little bit more out of Top-Dos makes this my preferred DOS.

The fact that it doesn't resemble MS-DOS in the least doesn't hurt it either.

Once again, this is being finished at the last minute. It gets sent via modem to Dave about 4 am on the 16th, hopefully showing up in the newsletter on time. Therefore, this is getting closed without one of my clever little closings. Yours until XLeut. puts indexes in their documentation.....

Chester

### Daisy Dot by Kelly Herman

After reading the review of Daisy Dot on page 11 of this issue, I decided that it looked like something that might be very useful. My Epson MX 80 has a hardware upgrade called DOTS PERFECT which gives it excellent near letter quality. (The editor's note at the top of page 11 was done on my MX80 with NLQ) However, I cannot get NLQ in different fonts. AS far as I know, most of the other newer printers in the medium price range that do include NLQ do not have the option of NLQ in various fonts. Therefore, I logged on to GENie and found Daisy Dot. IT was a very long file of 379 sectors and ARGeD. I downloaded it and de-ARGeD it, and this is written in one of the NLQ fonts.<>

## TOP 20 ATARI PROGRAMS

APRIL/MAY 1987

### ATARI XL/XE

RANK	PROGRAM	PUBLISHER
1.	BOP'N WRESTLE	Mindscape
2.	PHANTASIE	SSI
3.	AUTODUEL	Electronic Arts
4.	PAWN	Firebird
5.	ATARIWRITER PLUS	Atari
6.	WARGAME CONSTRUCTION	SSI
7.	221 B BAKER STREET	Datasoft
8.	TOP GUNNER SERIES	Microprose
9.	PRINT SHOP	Broderbund
10.	SYNFILE+	Broderbund
11.	RACING DESTRUCTION	Electronic Arts
12.	TRIPPLE PACK	Accolade
13.	LEADER BOARD	Accolade
14.	MAIL ORDER MONSTERS	Electronic Arts
15.	PRINT SHOP COMPANION	Broderbund
16.	SPY VS SPY I & II	Accolade
17.	SILENT SERVICE	Microprose
18.	CASE LIBRARY 1, 221	Datasoft
19.	HARDBALL	Accolade
20.	STAR RAIDERS II	Atari

\* SOURCE: Computer Software Service.

### ATARI ST

RANK	PROGRAM	PUBLISHER
1.	FLIGHT SIMULATOR II	SubLogic
2.	WORD WRITER ST	Timeworks
3.	HARDBALL	Accolade
4.	ROADWAR 2000	SSI
5.	MICROLEAGUE BASEBALL	MicroLeague
6.	CHAMPIONSHIP BASEBALL	Gamestar
7.	CHESSMASTER 2000	Electronic Arts
8.	GOLDEN PATH	Firebird
9.	FASTER Vol. I, No. 6	Datafree
10.	DATA MANAGER ST	Timeworks
11.	GFA BASIC INTERPRETER	Michtron
12.	GOLD RUNNER	Michtron
13.	ULTIMA II	Sierra-On-Line
14.	CERTIFICATE MAKER	Springboard
15.	SCENERY DISK-7 FLSIM	SubLogic
16.	COLONIAL CONQUEST	SSI
17.	PUBLISHING PARTNER	Softlogik
18.	PRINT MASTER PLUS	Unison World
19.	SWIFTCALC ST	Timeworks
20.	CERTIFICATE MAKER LIB	Springboard



## DAISY DOT and FONT MASTER

Two Public Domain Winners for the 8-bit Ataris

Review by John Godbey

One undeniable fact about the Atari 8-bit computer is that the supply of new innovative commercial programs is drying up. But this does not mean that there is no new worthwhile software for these computers — a number of interesting products are entering the public domain. These programs, however, often remain "hidden" from users: they are neither advertised nor reviewed in magazines which Atari users depend upon for Atari news. Even a program as superb as *Turbo Basic* has not even been mentioned in *ANALOG*, and just mentioned in the June 87 *ANALOG* (but see *CURRENT NOTES*, February 1987, p. 26).

In this note I want to describe two worthwhile products for 8-bit Ataris which are available free, and are as well done as many expensive commercial programs: "Daisy-Dot" and "Font Master" both of which are available on various BBS.

### DAISY-DOT

"Daisy-Dot" is a program that will make an ordinary Epson or Star printer produce near letter quality (NLQ) printing. It is a compiled Turbo Basic program written by Roy Goldman of Denver, CO. Even though it was written in Turbo Basic, it is a stand alone program; however, because it was written in Turbo Basic, it will only run on the -XL and -XE computers.

The program is quite simple to use. Take any file and "print" it to a disk — for example, with AtariWriter Plus or PaperClip. Load Daisy-Dot and the font you desire and the program will print the file in either standard, condensed, or double-size print. The program prints a line, advances the page slightly, and prints it again. The results I get on my Epson RX-80 printer are amazing. The letters no longer look like a bunch of dots, nor do they look wide and smeared as in the normal double-strike mode. They look nearly as good as a typewriter.

Simply put, this is a program that delivers on its promise. It takes an ordinary Atari and an ordinary printer and produces NLQ printouts. If you need NLQ print, then get this program.

(As an added bonus the disk comes with a font editor to allow creation of new NLQ fonts. I haven't tested it extensively, but it seems satisfactory for the job.)

### FONT MASTER

"Font Master" is another printer utility for the 8-bit Atari. It was written by Mike Fulton of Cypress, CA, in Action! It is a stand alone program that will run on all 8-bit Ataris with at least 48k memory.

The "Font Master" Disk has three parts. The first is a program that will print out files, including graphics characters, along the lines of "MegaFont." If you don't have a program which does this, this one certainly has the right price. The second part — at least on the version I downloaded from CompuServe — is 35 different fonts which can be used for the print outs. I haven't tried them all, but they seem to encompass the standard varieties of fonts.

The final part — and to me by far the most interesting and useful — is a part of the program called "Sideways" which allows you to print out SynCalc files, as you might guess, sideways. (It should also work on Visicalc, but I haven't tested that.) The SynCalc file must be saved with the Text option. The program will then print it out, sideways, as long as the total file size does not exceed 18,000 characters, and over 40 lines vertically. There is no limit to the width of the file as long as it doesn't exceed the total character limitation. That is, you could have a spread sheet that was 6,000 lines wide as long as it was only 3 lines deep, and this program would print it.

According to the documentation, this program works with Epson compatibles and Star Micronics Gemini series printers. I have only tried it on the Epson, and can report that on that printer it works as advertised. This is certainly not a program which you will use every day; but if you do many spread sheets, you will sooner or later need to print out a wide one, and when that time comes this is the program that will save your life.

If you need these kinds of printer utilities, I highly recommend these programs. They do their job, and they do it efficiently. They are both shareware programs — the authors ask for a donation if you like them. Both can be gotten from DL3 on CompuServe, but I warn you, they are long programs. Look for them on a "free" BBS. Perhaps they will soon be in your club library.



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